

King Saud University  
College of Computer & Information Sciences  
Dept. of Computer Science  
FUNDAMENTALS OF DATABASE SYSTEMS  
(CSC380)  
Second Semester 1439/1440 AH

PROJECT #16:  
**GAME STORE DATABASE**

*Prepared by*

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*Instructor:*

*Dr. Kamel-Dine Haouam*

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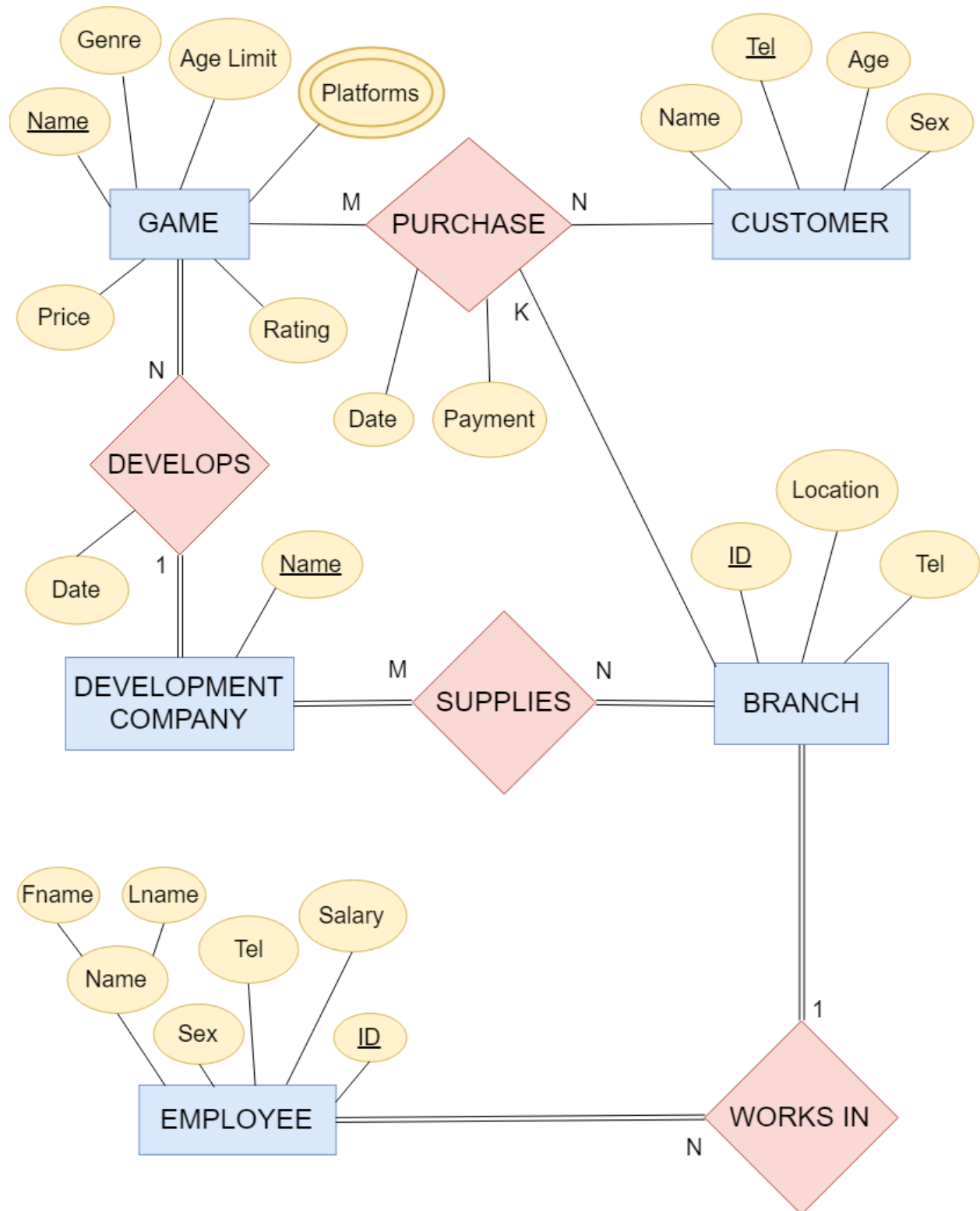
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## Introduction

- The GAME STORE database keeps track of a game store's branches, games, employees and suppliers (Development companies).
- The game store has several branches, each branch has a unique ID, telephone number and a single location.
- A branch sells games, each game has a unique name, genre, age limit and price. A game can be played on one platform or several.
- We store each employee's name, unique ID, telephone number, sex, salary. An employee can only work in one branch, and a branch can have many employees.
- A branch can sell several games to several customers, a customer has a name, unique telephone number, age, sex.
- A customer can buy several games from several branches, and a game can be sold by several branches to several customers. We keep track of all payments and dates of purchases.
- We keep track of the development companies that has developed each game and supplied it to the branches for customer preferences. A company may supply to several branches. And we keep track of development company's unique name, and the date of developing each game.

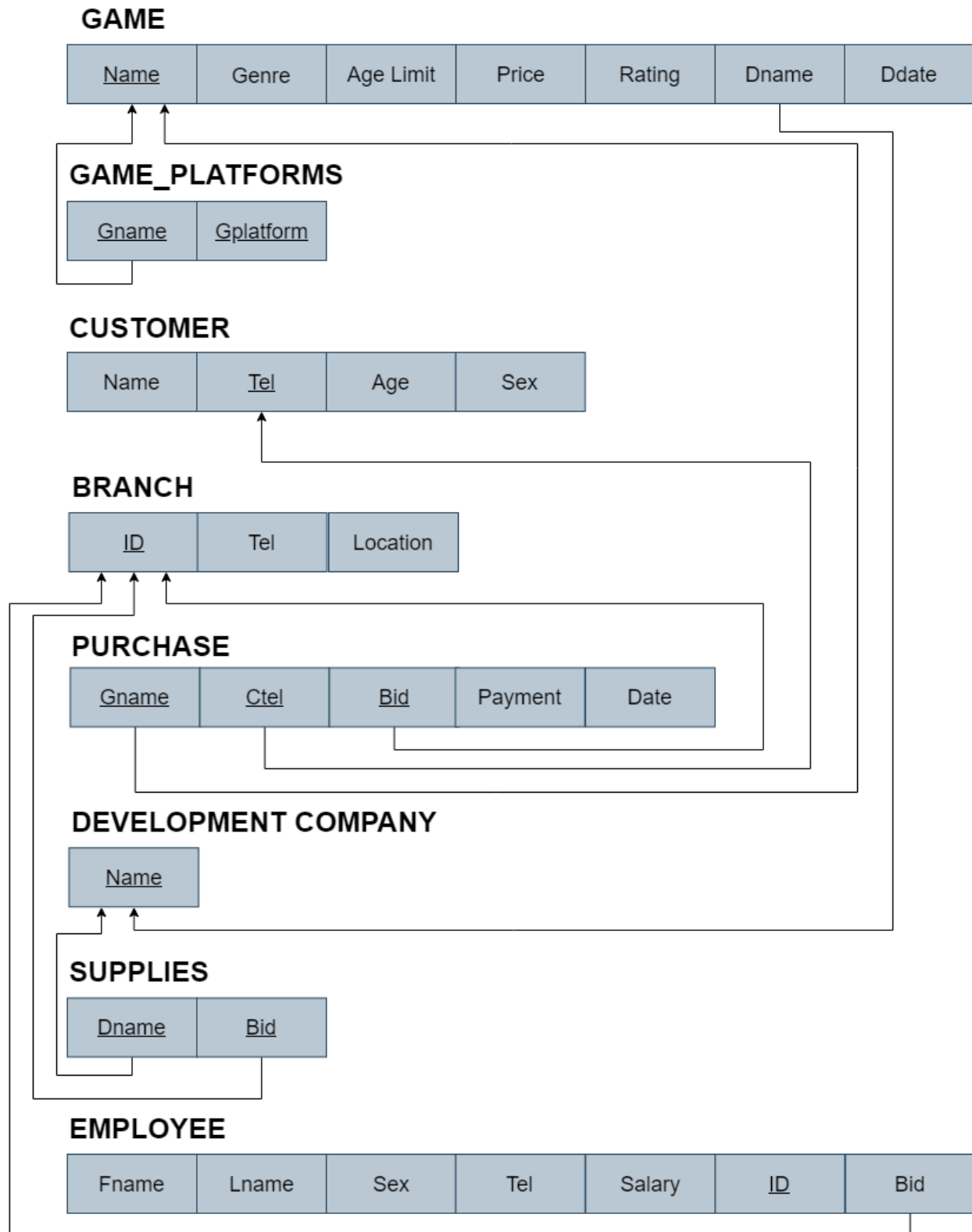


## Game Store ER Diagram

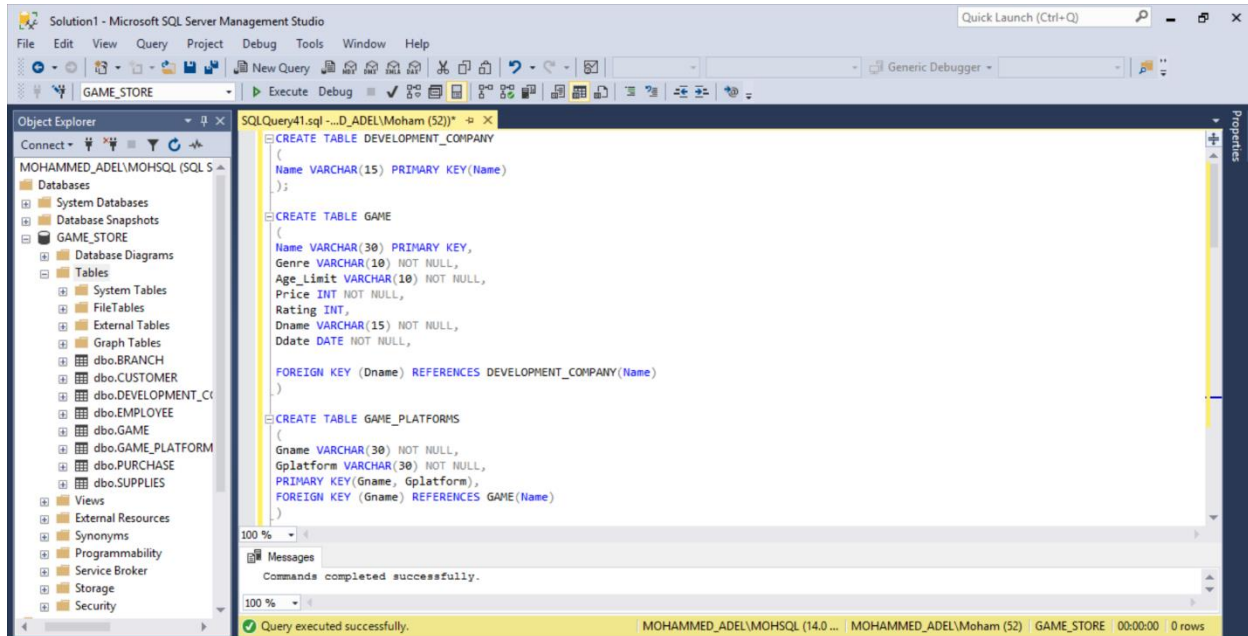




# Game Store Mapping



# Creating Tables using SQL



The screenshot shows the Microsoft SQL Server Enterprise Manager interface. The Object Explorer on the left displays the database structure for 'MOHAMMED\_ADEL\MOHSQL (SQL S)'. The main window shows a SQL query script for creating three tables: DEVELOPMENT\_COMPANY, GAME, and GAME\_PLATFORMS. The status bar at the bottom indicates 'Query executed successfully'.

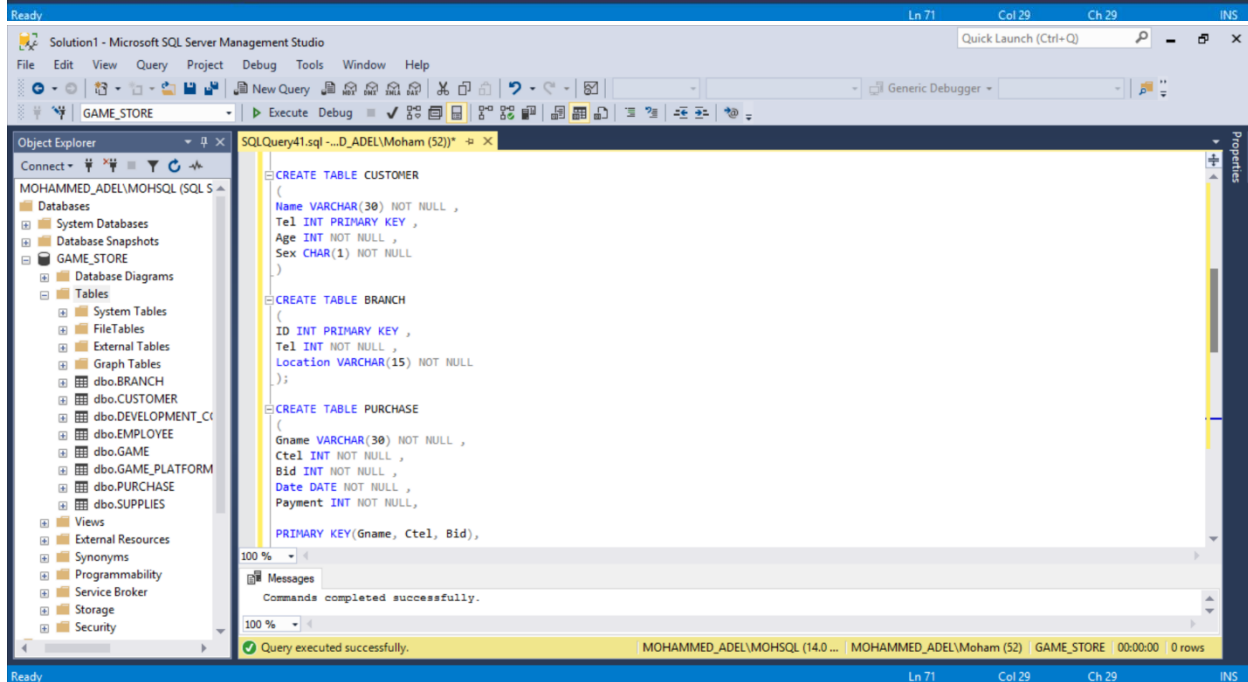
```

CREATE TABLE DEVELOPMENT_COMPANY
(
    Name VARCHAR(15) PRIMARY KEY(Name)
);

CREATE TABLE GAME
(
    Name VARCHAR(30) PRIMARY KEY,
    Genre VARCHAR(10) NOT NULL,
    Age_Limit VARCHAR(10) NOT NULL,
    Price INT NOT NULL,
    Rating INT,
    Dname VARCHAR(15) NOT NULL,
    Ddate DATE NOT NULL,

    FOREIGN KEY (Dname) REFERENCES DEVELOPMENT_COMPANY(Name)
);

CREATE TABLE GAME_PLATFORMS
(
    Gname VARCHAR(30) NOT NULL,
    Gplatform VARCHAR(30) NOT NULL,
    PRIMARY KEY(Gname, Gplatform),
    FOREIGN KEY (Gname) REFERENCES GAME(Name)
);
    
```



The screenshot shows the Microsoft SQL Server Enterprise Manager interface. The Object Explorer on the left displays the database structure for 'MOHAMMED\_ADEL\MOHSQL (SQL S)'. The main window shows a SQL query script for creating three tables: CUSTOMER, BRANCH, and PURCHASE. The status bar at the bottom indicates 'Query executed successfully'.

```

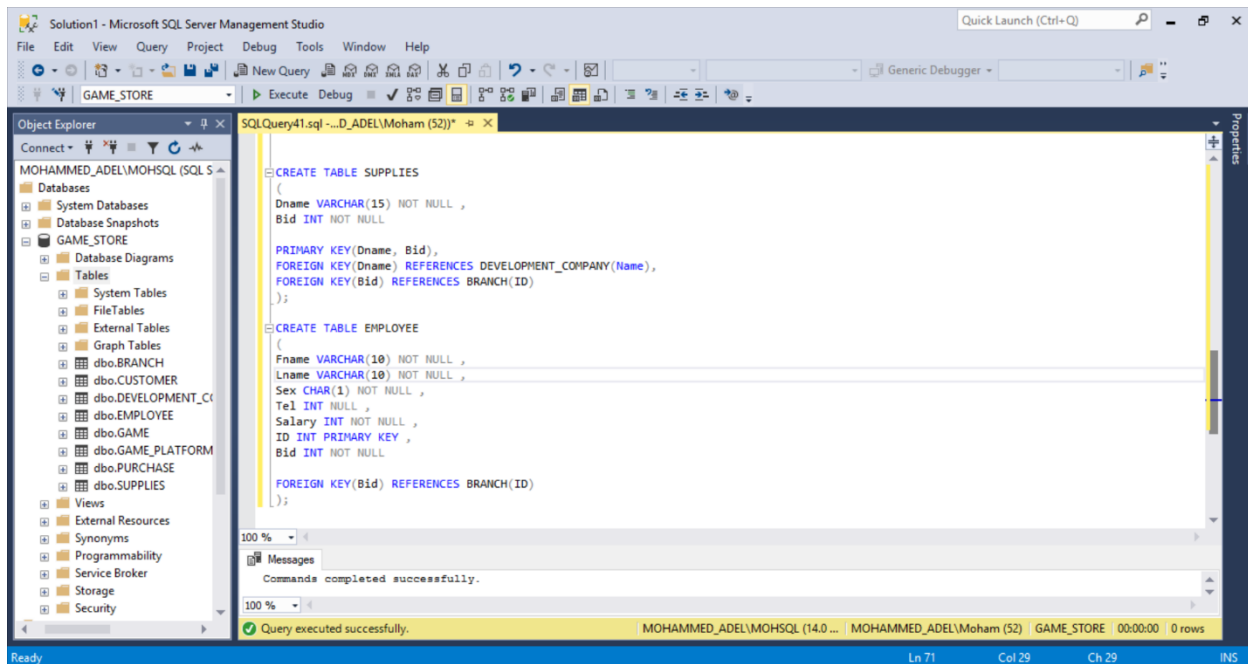
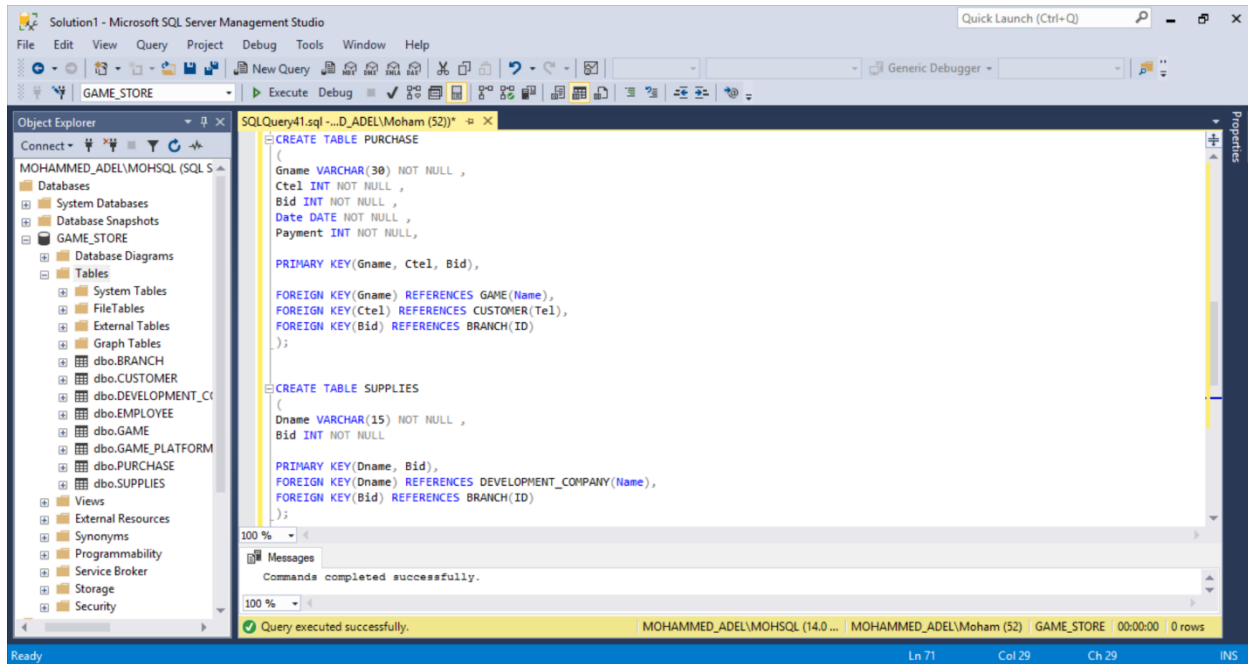
CREATE TABLE CUSTOMER
(
    Name VARCHAR(30) NOT NULL,
    Tel INT PRIMARY KEY,
    Age INT NOT NULL,
    Sex CHAR(1) NOT NULL
);

CREATE TABLE BRANCH
(
    ID INT PRIMARY KEY,
    Tel INT NOT NULL,
    Location VARCHAR(15) NOT NULL
);

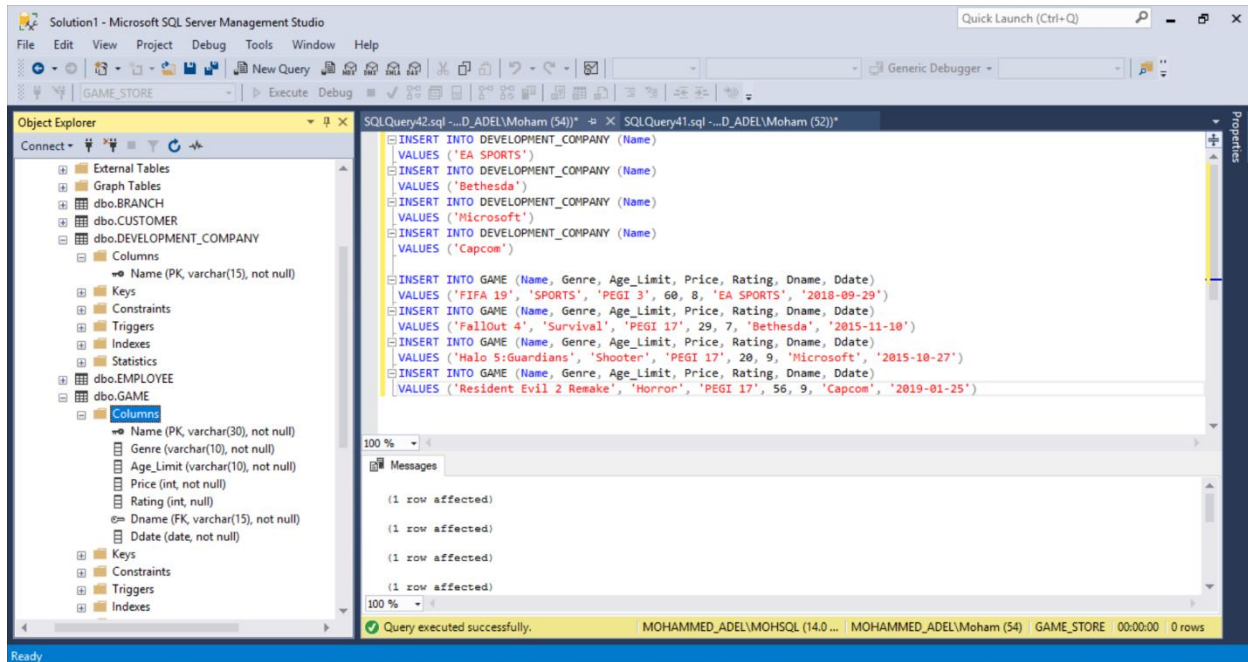
CREATE TABLE PURCHASE
(
    Gname VARCHAR(30) NOT NULL,
    Ctel INT NOT NULL,
    Bid INT NOT NULL,
    Date DATE NOT NULL,
    Payment INT NOT NULL,

    PRIMARY KEY(Gname, Ctel, Bid),
);
    
```





# Inserting Data into The Tables



The screenshot shows the Microsoft SQL Server Enterprise Manager interface. The Object Explorer on the left displays the database structure, including the 'dbo.DEVELOPMENT\_COMPANY' and 'dbo.GAME' tables. The SQL Query window in the center contains the following SQL script:

```

INSERT INTO DEVELOPMENT_COMPANY (Name)
VALUES ('EA SPORTS')
INSERT INTO DEVELOPMENT_COMPANY (Name)
VALUES ('Bethesda')
INSERT INTO DEVELOPMENT_COMPANY (Name)
VALUES ('Microsoft')
INSERT INTO DEVELOPMENT_COMPANY (Name)
VALUES ('Capcom')

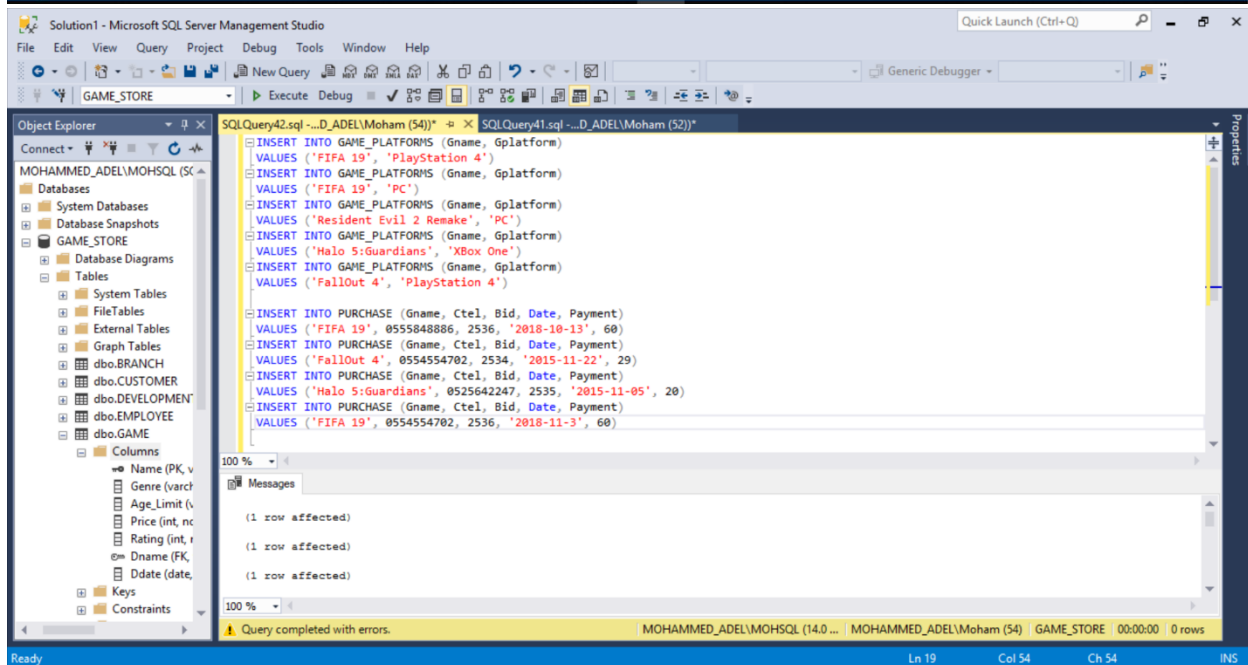
INSERT INTO GAME (Name, Genre, Age_Limit, Price, Rating, Dname, Ddate)
VALUES ('FIFA 19', 'SPORTS', 'PEGI 3', 60, 8, 'EA SPORTS', '2018-09-29')
INSERT INTO GAME (Name, Genre, Age_Limit, Price, Rating, Dname, Ddate)
VALUES ('FallOut 4', 'Survival', 'PEGI 17', 29, 7, 'Bethesda', '2015-11-10')
INSERT INTO GAME (Name, Genre, Age_Limit, Price, Rating, Dname, Ddate)
VALUES ('Halo 5:Guardians', 'Shooter', 'PEGI 17', 20, 9, 'Microsoft', '2015-10-27')
INSERT INTO GAME (Name, Genre, Age_Limit, Price, Rating, Dname, Ddate)
VALUES ('Resident Evil 2 Remake', 'Horror', 'PEGI 17', 56, 9, 'Capcom', '2019-01-25')
    
```

The Messages pane at the bottom shows the execution results:

```

(1 row affected)
(1 row affected)
(1 row affected)
(1 row affected)
    
```

The status bar at the bottom indicates: "Query executed successfully. MOHAMMED\_ADEL/MOHSQL (14.0 ...) MOHAMMED\_ADEL/Moham (54) GAME\_STORE 00:00:00 0 rows".



The screenshot shows the Microsoft SQL Server Enterprise Manager interface. The Object Explorer on the left displays the database structure, including the 'dbo.GAME\_PLATFORMS', 'dbo.PURCHASE', and 'dbo.GAME' tables. The SQL Query window in the center contains the following SQL script:

```

INSERT INTO GAME_PLATFORMS (Gname, Gplatform)
VALUES ('FIFA 19', 'PlayStation 4')
INSERT INTO GAME_PLATFORMS (Gname, Gplatform)
VALUES ('FIFA 19', 'PC')
INSERT INTO GAME_PLATFORMS (Gname, Gplatform)
VALUES ('Resident Evil 2 Remake', 'PC')
INSERT INTO GAME_PLATFORMS (Gname, Gplatform)
VALUES ('Halo 5:Guardians', 'Xbox One')
INSERT INTO GAME_PLATFORMS (Gname, Gplatform)
VALUES ('FallOut 4', 'PlayStation 4')

INSERT INTO PURCHASE (Gname, Ctel, Bid, Date, Payment)
VALUES ('FIFA 19', 0555848886, 2536, '2018-10-13', 60)
INSERT INTO PURCHASE (Gname, Ctel, Bid, Date, Payment)
VALUES ('FallOut 4', 0554554702, 2534, '2015-11-22', 29)
INSERT INTO PURCHASE (Gname, Ctel, Bid, Date, Payment)
VALUES ('Halo 5:Guardians', 0525642247, 2535, '2015-11-05', 20)
INSERT INTO PURCHASE (Gname, Ctel, Bid, Date, Payment)
VALUES ('FIFA 19', 0554554702, 2536, '2018-11-3', 60)
    
```

The Messages pane at the bottom shows the execution results:

```

(1 row affected)
(1 row affected)
(1 row affected)
    
```

The status bar at the bottom indicates: "Query completed with errors. MOHAMMED\_ADEL/MOHSQL (14.0 ...) MOHAMMED\_ADEL/Moham (54) GAME\_STORE 00:00:00 0 rows".

Solution1 - Microsoft SQL Server Management Studio

File Edit View Query Project Debug Tools Window Help

Connect + Refresh

Object Explorer

MOHAMMED\_ADEL\MOHSQL (14.0.2535.1)

Databases

System Databases

Database Snapshots

GAME\_STORE

Database Diagrams

Tables

System Tables

FileTables

External Tables

Graph Tables

dbo.BRANCH

dbo.CUSTOMER

dbo.DEVELOPMENT

dbo.EMPLOYEE

dbo.GAME

dbo.GAME\_PLATFORM

dbo.PURCHASE

dbo.SUPPLIES

Views

External Resources

Synonyms

Programmability

Service Broker

Storage

Security

SQLQuery42.sql --D\_ADEL\Moham (54)\*

```

INSERT INTO SUPPLIES (Dname, Bid)
VALUES ('Bethesda', 2534)
INSERT INTO SUPPLIES (Dname, Bid)
VALUES ('Capcom', 2535)
INSERT INTO SUPPLIES (Dname, Bid)
VALUES ('Capcom', 2536)
INSERT INTO SUPPLIES (Dname, Bid)
VALUES ('EA SPORTS', 2536)
INSERT INTO SUPPLIES (Dname, Bid)
VALUES ('Microsoft', 2535)

INSERT INTO BRANCH (ID, Tel, Location)
VALUES (2534, 164587, 'Dammam')
INSERT INTO BRANCH (ID, Tel, Location)
VALUES (2535, 164588, 'Riyadh')
INSERT INTO BRANCH (ID, Tel, Location)
VALUES (2536, 164589, 'Jeddah')

```

Messages

(1 row affected)

(1 row affected)

(1 row affected)

Query executed successfully.

MOHAMMED\_ADEL\MOHSQL (14.0.2535.1) | MOHAMMED\_ADEL\Moham (54) | GAME\_STORE | 00:00:00 | 0 rows

Ready

Ln 17 Col 32 Ch 32 INS

Solution1 - Microsoft SQL Server Management Studio

File Edit View Query Project Debug Tools Window Help

Connect + Refresh

Object Explorer

MOHAMMED\_ADEL\MOHSQL (14.0.2535.1)

Databases

System Databases

Database Snapshots

GAME\_STORE

Database Diagrams

Tables

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FileTables

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Graph Tables

dbo.BRANCH

dbo.CUSTOMER

dbo.DEVELOPMENT

dbo.EMPLOYEE

dbo.GAME

dbo.GAME\_PLATFORM

dbo.PURCHASE

dbo.SUPPLIES

Views

External Resources

Synonyms

Programmability

Service Broker

Storage

Security

SQLQuery42.sql --D\_ADEL\Moham (54)\*

```

INSERT INTO CUSTOMER (Name, Tel, Age, Sex)
VALUES ('Saad', 0525642240, 21, 'M')
INSERT INTO CUSTOMER (Name, Tel, Age, Sex)
VALUES ('Ali', 055455470, 20, 'M')
INSERT INTO CUSTOMER (Name, Tel, Age, Sex)
VALUES ('NORA', 055584888, 19, 'F')
INSERT INTO CUSTOMER (Name, Tel, Age, Sex)
VALUES ('Fatima', 0555483748, 13, 'F')

INSERT INTO EMPLOYEE (Fname, Lname, Sex, Tel, Salary, ID, Bid)
VALUES ('Ahmed', 'Al-nasser', 'M', NULL, 7500, 1111, 2535)
INSERT INTO EMPLOYEE (Fname, Lname, Sex, Tel, Salary, ID, Bid)
VALUES ('Mohammed', 'Al-harbi', 'M', 0555848885, 6700, 2222, 2534)
INSERT INTO EMPLOYEE (Fname, Lname, Sex, Tel, Salary, ID, Bid)
VALUES ('Adel', 'Al-dosari', 'M', 0554323474, 8800, 3333, 2534)
INSERT INTO EMPLOYEE (Fname, Lname, Sex, Tel, Salary, ID, Bid)
VALUES ('Manal', 'Al-qahatani', 'F', 0556468087, 7000, 4444, 2536)
INSERT INTO EMPLOYEE (Fname, Lname, Sex, Tel, Salary, ID, Bid)
VALUES ('Faisal', 'Al-mutairi', 'M', 0547271178, 9200, 5555, 2535)
INSERT INTO EMPLOYEE (Fname, Lname, Sex, Tel, Salary, ID, Bid)
VALUES ('Ghadah', 'Al-otebi', 'F', 0556783462, 6000, 6666, 2536)

```

Messages

(1 row affected)

(1 row affected)

Query executed successfully.

MOHAMMED\_ADEL\MOHSQL (14.0.2535.1) | MOHAMMED\_ADEL\Moham (54) | GAME\_STORE | 00:00:00 | 0 rows

Ready

Ln 21 Col 65 Ch 65 INS

## Tables After Insertion

Window Help

SQLQuery42.sql -...D\_ADEL\Moham (54))\* SQLQuery41.sql -...D\_ADEL\Moham (52))\*

```
SELECT *
FROM GAME
```

100 %

Results Messages

	Name	Genre	Age_Limit	Price	Rating	Dname	Ddate
1	FallOut 4	Survival	PEGI 17	29	7	Bethesda	2015-11-10
2	FIFA 19	SPORTS	PEGI 3	60	8	EA SPORTS	2018-09-29
3	Halo 5:Guardians	Shooter	PEGI 17	20	9	Microsoft	2015-10-27
4	Resident Evil 2 ...	Horror	PEGI 17	56	9	Capcom	2019-01-25

Debug

SQLQuery42.sql -...D\_ADEL\Moham (54))\*

```
SELECT *
FROM BRANCH
```

100 %

Results Messages

	ID	Tel	Location
1	2534	164587	Dammam
2	2535	164588	Riyadh
3	2536	164589	Jeddah

SQLQuery42.sql -...D\_ADEL\Moham (54))\*

```
SELECT *
FROM DEVELOPMENT_COMPANY
```

100 %

Results Messages

	Name
1	Bethesda
2	Capcom
3	EA SPORTS
4	Microsoft

SQLQuery42.sql -...D\_ADEL\Moham (54))\* SQLQuery41.sql -...D\_ADEL\Moham

```
SELECT *
FROM EMPLOYEE
```

100 %

Results Messages

	Fname	Lname	Sex	Tel	Salary	ID	Bid
1	Ahmed	Al-nasser	M	NULL	7500	1111	2535
2	Mohammed	Al-harbi	M	555848885	6700	2222	2534
3	Adel	Al-dosari	M	554323474	8800	3333	2534
4	Manal	Al-qahtani	F	556468087	7000	4444	2536
5	Faisal	Al-mutairi	M	547271178	9200	5555	2535
6	Ghadah	Al-otebi	F	556783462	6000	6666	2536

SQLQuery42.sql -...D\_ADEL\Moham (54))\* X SQLQuery4

```
SELECT *
FROM GAME_PLATFORMS
```

169

100 %

Results Messages

	Gname	Gplatform
1	FallOut 4	PlayStation 4
2	FIFA 19	PC
3	FIFA 19	PlayStation 4
4	Halo 5:Guardians	XBox One
5	Resident Evil 2 Remake	PC

SQLQuery42.sql -...D\_ADEL\Moham (54))\* X SQLQuery41.sql -...D\_AD

```
SELECT *
FROM CUSTOMER
```

100 %

Results Messages

	Name	Tel	Age	Sex
1	Ali	55455470	20	M
2	NORA	55584888	19	F
3	Saad	525642240	21	M
4	Fatima	555483748	13	F



SQLQuery42.sql -...D\_ADEL\Moham (54))\*

```
SELECT *
FROM SUPPLIES
```

100 %

Results Messages

	Dname	Bid
1	Bethesda	2534
2	Capcom	2535
3	Capcom	2536
4	EA SPORTS	2536
5	Microsoft	2535

ols Window Help

Debug

SQLQuery42.sql -...D\_ADEL\Moham (54))\* SQLQuery41.sql -...D\_ADEL\Moh

```
SELECT *
FROM PURCHASE
```

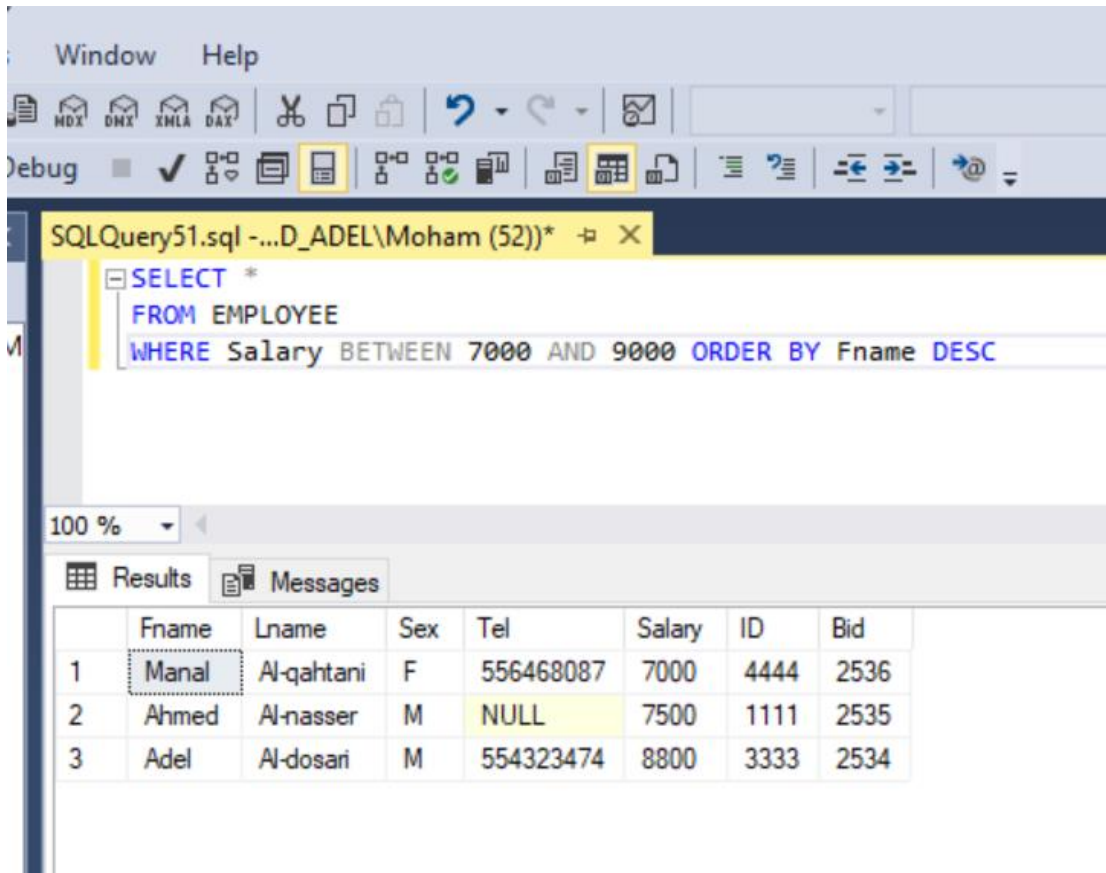
100 %

Results Messages

	Gname	Ctel	Bid	Date	Payment
1	FallOut 4	554554702	2534	2015-11-22	29
2	FIFA 19	554554702	2536	2018-11-03	60
3	FIFA 19	555848886	2536	2018-10-13	60
4	Halo 5:Guardians	555483748	2535	2015-11-05	20

## 5 Queries:

- 1- Listing all employees whose salary is between 7000 and 9000 In descending order.



The screenshot shows a SQL Query Editor window with the following query:

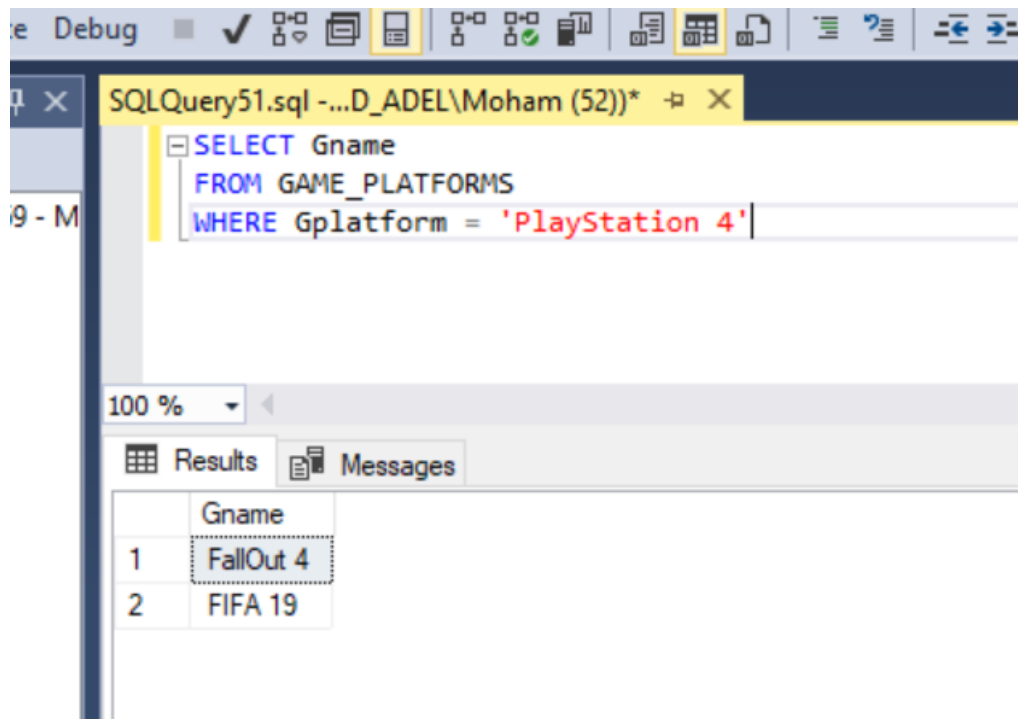
```
SELECT *
FROM EMPLOYEE
WHERE Salary BETWEEN 7000 AND 9000 ORDER BY Fname DESC
```

The results are displayed in a table with the following columns: Fname, Lname, Sex, Tel, Salary, ID, and Bid.

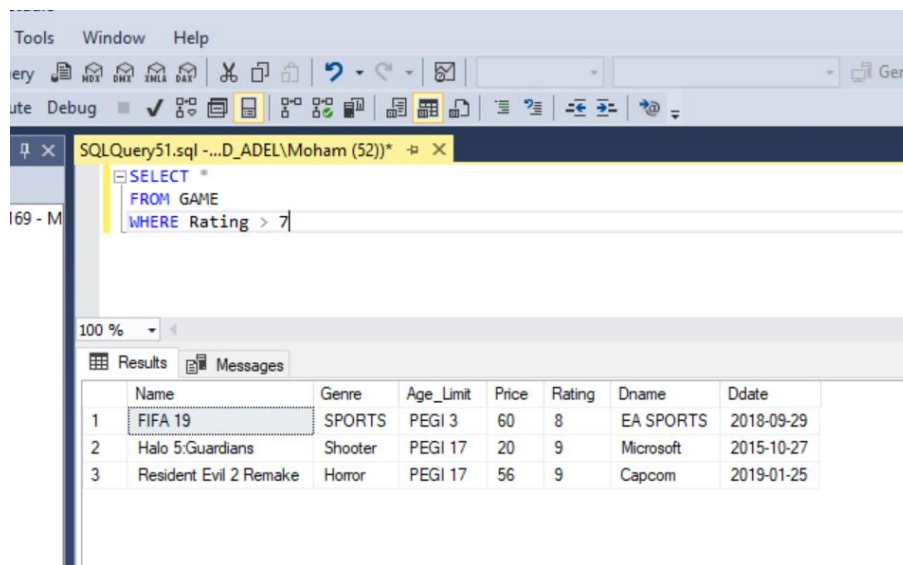
	Fname	Lname	Sex	Tel	Salary	ID	Bid
1	Manal	Al-qahtani	F	556468087	7000	4444	2536
2	Ahmed	Al-nasser	M	NULL	7500	1111	2535
3	Adel	Al-dosari	M	554323474	8800	3333	2534



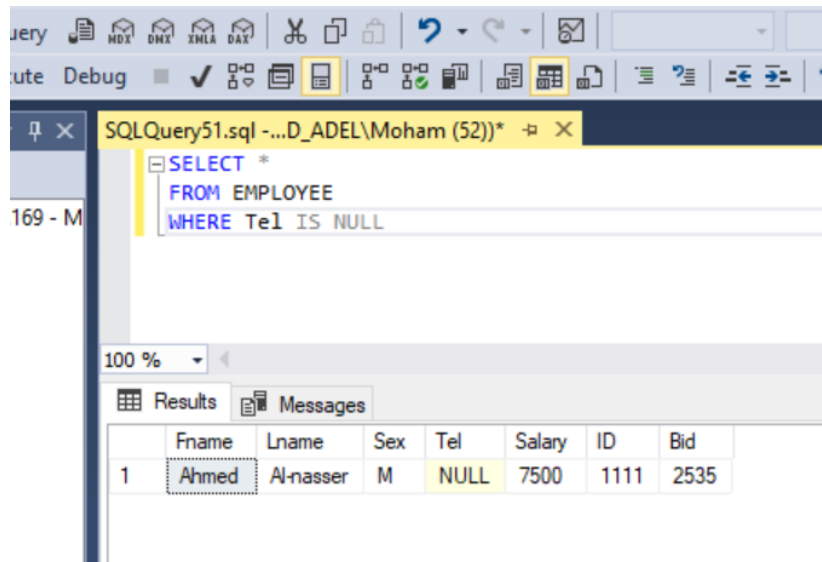
2- Listing all games that can be played on PlayStation 4.



3- Listing all games whose rating is above 7.



#### 4- Listing all employees who do not have telephone number



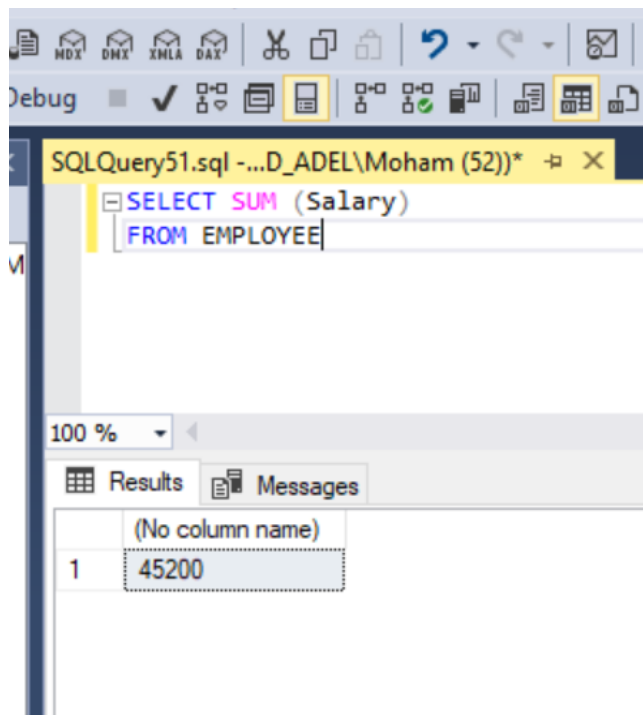
The screenshot shows a SQL query window with the following query:

```
SELECT *
FROM EMPLOYEE
WHERE Tel IS NULL
```

The results pane shows a single row of data:

	Fname	Lname	Sex	Tel	Salary	ID	Bid
1	Ahmed	Al-nasser	M	NULL	7500	1111	2535

#### 5- Retrieving the sum of all employees salaries.



The screenshot shows a SQL query window with the following query:

```
SELECT SUM (Salary)
FROM EMPLOYEE
```

The results pane shows a single row of data:

	(No column name)
1	45200

## SQL Code for Creating Tables.

```
CREATE TABLE DEVELOPMENT_COMPANY
(
Name VARCHAR(15) PRIMARY KEY(Name)
);
```

```
CREATE TABLE GAME
(
Name VARCHAR(30) PRIMARY KEY,
Genre VARCHAR(10) NOT NULL,
Age_Limit VARCHAR(10) NOT NULL,
Price INT NOT NULL,
Rating INT,
Dname VARCHAR(15) NOT NULL,
Ddate DATE NOT NULL,

FOREIGN KEY (Dname) REFERENCES DEVELOPMENT_COMPANY(Name)
)
```

```
CREATE TABLE GAME_PLATFORMS
(
Gname VARCHAR(30) NOT NULL,
Gplatform VARCHAR(30) NOT NULL,
```

```
PRIMARY KEY(Gname, Gplatform),  
FOREIGN KEY (Gname) REFERENCES GAME(Name)  
)
```

```
CREATE TABLE CUSTOMER  
(  
Name VARCHAR(30) NOT NULL ,  
Tel INT PRIMARY KEY ,  
Age INT NOT NULL ,  
Sex CHAR(1) NOT NULL  
)
```

```
CREATE TABLE BRANCH  
(  
ID INT PRIMARY KEY ,  
Tel INT NOT NULL ,  
Location VARCHAR(15) NOT NULL  
);
```

```
CREATE TABLE PURCHASE  
(  
Gname VARCHAR(30) NOT NULL ,  
Ctel INT NOT NULL ,  
Bid INT NOT NULL ,  
Date DATE NOT NULL ,
```

Payment INT NOT NULL,

PRIMARY KEY(Gname, Ctel, Bid),

FOREIGN KEY(Gname) REFERENCES GAME(Name),

FOREIGN KEY(Ctel) REFERENCES CUSTOMER(Tel),

FOREIGN KEY(Bid) REFERENCES BRANCH(ID)

);

CREATE TABLE SUPPLIES

(

Dname VARCHAR(15) NOT NULL ,

Bid INT NOT NULL

PRIMARY KEY(Dname, Bid),

FOREIGN KEY(Dname) REFERENCES DEVELOPMENT\_COMPANY(Name),

FOREIGN KEY(Bid) REFERENCES BRANCH(ID)

);

CREATE TABLE EMPLOYEE

(

Fname VARCHAR(10) NOT NULL ,

Lname VARCHAR(10) NOT NULL ,

Sex CHAR(1) NOT NULL ,

Tel INT NULL ,

Salary INT NOT NULL ,

ID INT PRIMARY KEY ,

Bid INT NOT NULL

FOREIGN KEY(Bid) REFERENCES BRANCH(ID)

);

## SQL Code for Inserting Data.

```
INSERT INTO DEVELOPMENT_COMPANY (Name)
VALUES ('EA SPORTS')
```

```
INSERT INTO DEVELOPMENT_COMPANY (Name)
VALUES ('Bethesda')
```

```
INSERT INTO DEVELOPMENT_COMPANY (Name)
VALUES ('Microsoft')
```

```
INSERT INTO DEVELOPMENT_COMPANY (Name)
VALUES ('Capcom')
```

```
INSERT INTO GAME (Name, Genre, Age_Limit, Price, Rating, Dname, Ddate)
VALUES ('FIFA 19', 'SPORTS', 'PEGI 3', 60, 8, 'EA SPORTS', '2018-09-29')
```

```
INSERT INTO GAME (Name, Genre, Age_Limit, Price, Rating, Dname, Ddate)
VALUES ('FallOut 4', 'Survival', 'PEGI 17', 29, 7, 'Bethesda', '2015-11-10')
```

```
INSERT INTO GAME (Name, Genre, Age_Limit, Price, Rating, Dname, Ddate)
VALUES ('Halo 5:Guardians', 'Shooter', 'PEGI 17', 20, 9, 'Microsoft', '2015-10-27')
```

```
INSERT INTO GAME (Name, Genre, Age_Limit, Price, Rating, Dname, Ddate)
VALUES ('Resident Evil 2 Remake', 'Horror', 'PEGI 17', 56, 9, 'Capcom', '2019-01-25')
```

```
INSERT INTO GAME_PLATFORMS (Gname, Gplatform)
VALUES ('FIFA 19', 'PlayStation 4')
```

```
INSERT INTO GAME_PLATFORMS (Gname, Gplatform)
VALUES ('FIFA 19', 'PC')
```

```
INSERT INTO GAME_PLATFORMS (Gname, Gplatform)
VALUES ('Resident Evil 2 Remake', 'PC')
```

```
INSERT INTO GAME_PLATFORMS (Gname, Gplatform)
VALUES ('Halo 5:Guardians', 'XBox One')
```

```
INSERT INTO GAME_PLATFORMS (Gname, Gplatform)
VALUES ('FallOut 4', 'PlayStation 4')
```

```
INSERT INTO PURCHASE (Gname, Ctel, Bid, Date, Payment)
VALUES ('FIFA 19', 0555848886, 2536, '2018-10-13', 60)
```

```
INSERT INTO PURCHASE (Gname, Ctel, Bid, Date, Payment)
VALUES ('FallOut 4', 0554554702, 2534, '2015-11-22', 29)
```

```
INSERT INTO PURCHASE (Gname, Ctel, Bid, Date, Payment)
VALUES ('Halo 5:Guardians', 0525642247, 2535, '2015-11-05', 20)
```

```
INSERT INTO PURCHASE (Gname, Ctel, Bid, Date, Payment)
VALUES ('FIFA 19', 0554554702, 2536, '2018-11-3', 60)
```

```
INSERT INTO SUPPLIES (Dname, Bid)
VALUES ('Bethesda', 2534)
```

```
INSERT INTO SUPPLIES (Dname, Bid)
VALUES ('Capcom', 2535)
```

```
INSERT INTO SUPPLIES (Dname, Bid)
VALUES ('Capcom', 2536)
```

```
INSERT INTO SUPPLIES (Dname, Bid)
VALUES ('EA SPORTS', 2536)
```

```
INSERT INTO SUPPLIES (Dname, Bid)
VALUES ('Microsoft', 2535)
```

```
INSERT INTO BRANCH(ID, Tel, Location)
VALUES (2534, 164587, 'Dammam')
```

```
INSERT INTO BRANCH(ID, Tel, Location)
```



VALUES (2535, 164588, 'Riyadh')

INSERT INTO BRANCH(ID, Tel, Location)

VALUES (2536, 164589, 'Jeddah')

INSERT INTO CUSTOMER(Name, Tel, Age, Sex)

VALUES ('Saad', 0525642240, 21, 'M')

INSERT INTO CUSTOMER(Name, Tel, Age, Sex)

VALUES ('Ali', 055455470, 20, 'M')

INSERT INTO CUSTOMER(Name, Tel, Age, Sex)

VALUES ('NORA', 055584888, 19, 'F')

INSERT INTO CUSTOMER(Name, Tel, Age, Sex)

VALUES ('Fatima', 0555483748, 13, 'F')

INSERT INTO EMPLOYEE (Fname, Lname, Sex, Tel, Salary, ID, Bid)

VALUES ('Ahmed', 'Al-nasser', 'M', NULL, 7500, 1111, 2535)

INSERT INTO EMPLOYEE (Fname, Lname, Sex, Tel, Salary, ID, Bid)

VALUES ('Mohammed', 'Al-harbi', 'M', 0555848885, 6700, 2222, 2534)

INSERT INTO EMPLOYEE (Fname, Lname, Sex, Tel, Salary, ID, Bid)

VALUES ('Adel', 'Al-dosari', 'M', 0554323474, 8800, 3333, 2534)

INSERT INTO EMPLOYEE (Fname, Lname, Sex, Tel, Salary, ID, Bid)

VALUES ('Manal', 'Al-qahtani', 'F', 0556468087, 7000, 4444, 2536)

INSERT INTO EMPLOYEE (Fname, Lname, Sex, Tel, Salary, ID, Bid)

VALUES ('Faisal', 'Al-mutairi', 'M', 0547271178, 9200, 5555, 2535)

INSERT INTO EMPLOYEE (Fname, Lname, Sex, Tel, Salary, ID, Bid)

VALUES ('Ghadah', 'Al-otebi', 'F', 0556783462, 6000, 6666, 2536)